WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This game is fictional. Any similarity to current organizations, groups, countries or individuals, living or dead, is purely coincidental.

NOTES

MISSION LOG:

• CTBT •
Comprehensive Test Ban Treaty. A treaty negotiated in the Geneva Conference on Disarmament by the United Nations and the Arms Control and Disarmament Agency. It abolishes all forms of nuclear testing including underground nuclear tests.

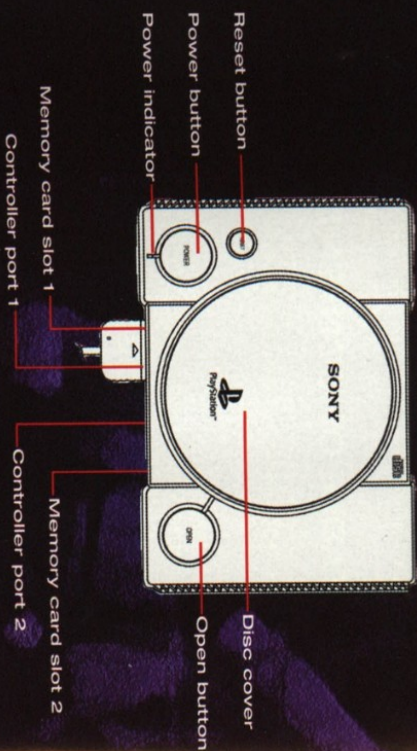
• NPT •
Non Proliferation Treaty. A treaty theoretically designed to prevent the spread of nuclear weapons to countries other than the "Big 5": The United States, Russia, Great Britain, France and China. In practice, it had little effect.

What is "Metal Gear"?

Metal Gear first went on sale in Japan on July 7, 1987. That game was born with the notion: "Fighting alone does not make a game. Stealth is more important!!". Metal Gear had a huge impact on gamers and manufacturers alike. Not only was it a new and original game design, but its story, full of plot twists and intricate human drama, garnished praise from the critics and made it into a huge international hit. The sequel, "Metal Gear2: Solid Snake", released later, also received high praise. The release of "Solid Snake" would mark the last time that "Metal Gear" appeared on any platform. Nevertheless, the "Metal Gear" series continued to be widely discussed as a visionary masterpiece. Today, the true vision of Metal Gear will be unveiled to fans across the world in the form of "Metal Gear Solid", only for the PlayStation game console.

TABLE OF CONTENTS

SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the METAL GEAR SOLID disc 1 and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game. Thank you for purchasing Konami's METAL GEAR SOLID. Before playing, please read this manual carefully to ensure correct use.

• NOTE: To reset the game to the Title Screen at any time, press and hold the following buttons for 3 seconds: Start, Select, L1, L2, R1 and R2. Any unsaved data will be lost!

METAL GEAR SOLID GLOSSARY

• Stealth Camouflage •
After years of refining stealth technology, ArmsTech created this new type of camouflage. It makes the object blend into the background by performing real-time optic refraction processing in order to render the object as invisible as possible.

• Powered Exoskeleton •
Essentially an artificial externally equipped skeleton designed to raise the wearer's fighting abilities as high as possible. By inserting a cybernetic module into the body at a skeletal level, it became possible to create a cybernetic organism capable of incredible feats of strength and skill. Physical and mental problems which had hitherto prevented advances in this technology such as stress, concentration and rejection reactions were overcome through the process of gene therapy.

• PAL •
Permissive Action Link. A safety control system built into all nuclear missiles and warheads. It is impossible to launch or lock a nuclear missile without using the PAL.

• START •
A strategic nuclear missile reduction treaty. To date, Start 1 and Start 2 have been ratified and the strategic nuclear arsenal of both the US and Russia have been reduced to between 3,000-3,500 warheads. "Heavy" ICBMs and MIRV-ICBMs (Multiple Independent Re-entry Vehicles) have been completely abolished. The Start 3 treaty is scheduled to be signed in the near future.

• TMD •
Theater Missile Defense. Defensive technology, developed after the termination of the SDI project, designed to deal with the spread of missiles and other weapons of mass destruction. While SDI was intended to be used against long range strategic missiles, TMDs are designed to intercept short range tactical missiles.

METAL GEAR SOLID GLOSSARY

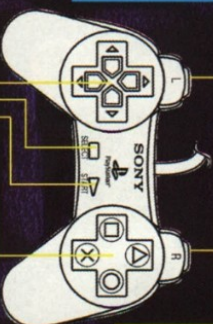
• DARPA •
Defense Advanced Research Projects Agency. A government agency formed to research various new technologies for use in military applications.

• ArmsTech Inc •
A military weapons manufacturing company with its main office in Seattle, Washington. It achieved rapid growth during the Cold War, in what was a boom time for the arms industry, and became the 2nd largest arms manufacturer in the world. It was involved in the development of SDI and the rail gun, but when those projects were terminated they suffered an enormous financial loss. Although they led the world in the development of stealth technology, they have recently experienced tremendous economic difficulty as a result of their failure in their bid to manufacture the USAF's next line of high-tech fighter planes.

• ATGC Inc. •
A leading company in the field of bioengineering. ATGC is an acronym for adenine, thymine, guanine and cytosine. The Next Generation Special Forces gene therapy was a joint project between the Department of Defense and the ATGC company.

• Nanomachines •
Tiny machines created by means of MEMS (MicroElectro Mechanical Systems) technology. Used in ultra small transmitters and medical DDSs. Although the size is on a micrometer scale, they are referred to as nanomachines because their single electronic transistor and synergy ceramics employ nanoscale technology. Snake begins this operation after having received an injection of nanomachines which include a transmitter, radar and anti-NBC defense systems.

• Gene Therapy •
The process by which a person's genomic information is analyzed and a copy of the useful genes are inserted into a subject cell. Using this process, advantageous genes were inserted into soldiers to create Genome Soldiers with strong battle skills. These became the Next Generation Special Forces.

BASIC CONTROLS: NORMAL CONTROLLER

L2 Button
Equip item (See p. 32 "Weapons & Items")

L1 Button
Item quickchange (See p. 41 "Advanced Techniques")

Directional Button
Normal: Run
First Person View Mode: Adjust view (See p. 19 "Camera Modes")

Select Button
Activate Codec (See p. 28 "Codec")

Start Button
Pause

R2 Button
Equip weapon (See p. 32 "Weapons & Items")

R1 Button
Weapon quickchange (See p. 41 "Advanced Techniques")

△ Button
First Person Button: Enters First Person View Mode (See p. 19 "Camera Modes")

□ Button
Weapon Button: Weapon equipped: Use weapon.
Barehanded: Throw or choke.
(See p. 41 "Advanced Techniques")

○ Button
Normal: Punch & Kick or Action
Back against wall: Tap on wall
(See p. 12 "Special Controls")
Menu Screens: Select Item / Option

× Button
Crawl Button: Press to duck down. Once ducked, press the Directional Buttons to crawl.
Menu Screens: Cancel / Exit Option

BASIC CONTROLS: ANALOG CONTROLLER

L2 Button
Equip item (See p. 32 "Weapons & Items")

L1 Button
Item quickchange (See p. 41 "Advanced Techniques")

Select Button
Activate Codec (See p. 28 "Codec")

Start Button
Pause

R2 Button
Equip weapon (See p. 32 "Weapons & Items")

R1 Button
Weapon quickchange (See p. 41 "Advanced Techniques")

Directional Button
Normal: Run

First Person View Mode: Adjust view (See p. 19 "Camera Modes")

Left Stick
(Analog Switch must be "ON")
Normal: Run

First Person View Mode: Change view.
(See p. 19 "Camera Modes")
• NOTE: Right Stick: Not used

Analog Mode Switch
Switch must be "ON" to use the Left Stick.
• Vibration function works with switch ON or OFF. (See p. 38 "Briefing & Options")

△ Button
First Person Button: Enters First Person View Mode (See p. 19 "Camera Modes")

□ Button
Weapon Button: Weapon equipped: Use weapon. Barehanded: Throw or choke. (See p. 41 "Advanced Techniques")

○ Button
Normal: Punch & Kick or Action
Back against wall: Tap on wall (See p. 12 "Special Controls")
Menu Screens: Select Item / Option

× Button
Crawl Button: Press to duck down. Once ducked, press the Directional Buttons to crawl.
Menu Screens: Cancel / Exit Option

METAL GEAR SOLID GLOSSARY

• Outer Heaven •
A heavily fortified nation formed deep in South Africa in the late 1980's. It was actually a large-scale mercenary dispatch company created by Big Boss. Although it nearly achieved military supremacy through the development of Metal Gear TX-55, the nuclear-equipped walking battle tank, Outer Heaven was destroyed along with Big Boss by Solid Snake.

• Zanzibar •
A fortified nation in central Asia ruled by a minority ethnic group. Although the superpowers of the East and West became involved in its 1997 war for independence, it was the activity by Zanzibar's mercenaries, collected from all over the world, which played the largest role in its victory. For that reason, the war became known as "The Mercenary War" and it gave rise to a whole new generation of professionals who made a business of war.

• Big Boss •
An extraordinary man who worked as a mercenary for numerous countries during the 1960's. He achieved near mythic status during his lifetime as the famous "Legendary Soldier". In the 1990's, he secretly created "Outer Heaven" while officially serving as Commander of Unit FOX-HOUND, but he was defeated by Solid Snake. Later, he formed the nation of Zanzibar, but his plans were once again foiled by Solid Snake. His remains were preserved by the military as a genetic sample of the "Greatest soldier that ever lived".

• Gray Fox •
Real name: Frank Jaeger. The only man with the honor of receiving Fox Hound's highest codename, "Fox". During the "Outer Heaven Revolt", he was the first member of FOX-HOUND sent to infiltrate Outer Heaven. He was captured while gathering information about Metal Gear TX-55, but was rescued by Solid Snake. After Big Boss left the military, Gray Fox mysteriously disappeared as well. Later in Zanzibar, he fought against FOX-HOUND, alongside Big Boss, as he declared war against the rest of the world. Acting on orders, Snake was forced to defeat him.

METAL GEAR SOLID GLOSSARY

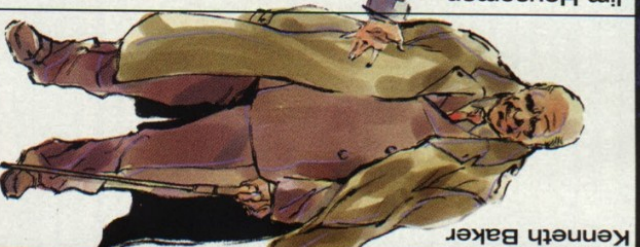
• Unit FOX-HOUND •
A special forces unit formed to deal with local insurgencies, regional conflicts and counter-terrorism. They're a shadow unit employed secretively in politically sensitive operations where the overt introduction of military assets would be otherwise impossible. All members of the unit are masters of airborne, underwater and survival operations as well as experts in infiltration missions. The first commander of the unit was the legendary soldier, Big Boss. Already aware of the importance of standard soldiers in guerrilla warfare, he decided to form an elite unit of high-tech soldiers after viewing the power and efficiency of high-tech weapons in the Gulf War. After the "Outer Heaven Revolt", Campbell, who had been second in command, became the commander of the unit and did away with the codename system. He began to put his own personal stamp on Unit FOX-HOUND, adopting even more high-tech equipment such as spy satellites and the like.

• Next Generation Special Forces •
Reserve members of Unit FOX-HOUND selected after undergoing genetic map testing. They were originally members of a counter-terrorist special forces group, but after the death of Big Boss, the mercenaries employed by "Outer Heaven" were purchased by the government and added to the group to form the Next Generation Special Forces. Although most of the soldiers had no real battle experience they were trained with Force XXI, the Army's 21st century soldiers, after undergoing extensive gene therapy. These wargames were designed to simulate conflicts that were likely to occur in the next millennium. All of these soldiers are highly capable and carry the nickname: "The Space SEALS".

• Metal Gear •
A nuclear-equipped walking battle tank. It's main selling point was its ability to launch a variety of nuclear warheads toward anywhere on earth from any location. It had the ability to move independently and instead of using a standard nuclear launch module, it was equipped with a weapon which allowed it to launch a nuclear weapon with no external support. Since it could operate from regions which were, up to that point, not on the world's nuclear strategy map, it was a weapon that destroyed the sensitive balance of nuclear deterrence and represented an enormous threat to the entire world.

CAST

C A S T

Solid Snake	David Hayter
Liquid Snake	James Flinders
Meryl Silverburgh	Mae Zadler
Naomi Hunter	Carren Learning
Hal Emmerich	Chistopher Fritz
Roy Campbell	Paul Otis
Mei Ling	Kim Nguyen
Ninja	George Byrd
Nastasha Romanenko	Renne Collette
Revolver Ocelot	Patric Laine
Vulcan Raven	Chuck Farley
Psycho Mantis	Doug Stone
Sniper Wolf	Julie Monroe
Donald Anderson	George Byrd
Kenneth Baker	Bert Stewart
Jim Houseman	Frederick Bloggs
Genome Soldier A	Doug Stone
Genome Soldier B	Chuck Farley

PROLOGUE

Outer Heaven Revolt (1995)

A small, but powerfully armed nation called "Outer Heaven" emerges from deep within South Africa. NATO learns that they are designing a nuclear-equipped walking battle tank called "Metal Gear", and they send in one of their best agents, Gray Fox. But, he is taken hostage, and they are forced to send in the newest member of Fox Hound, Solid Snake. He rescues Gray Fox and forces the surrender of Outer Heaven. As Solid Snake escapes, he is confronted by one man. It's FOX-HOUND's commander, Big Boss! It seems that Outer Heaven was a mercenary company and Big Boss was the mastermind behind it. Big Boss had intentionally chosen his most inexperienced agent, Solid Snake, thinking he would fail, but he seriously miscalculated. After a fierce battle, Snake defeats Big Boss as Outer Heaven burns around him.

Zanzibar Riot (1999)

In 1999, Dr. Kio Marv, inventor of the oil refining microbe, OILIX, was taken hostage by Zanzibar, a heavily armed nation in central Asia ruled by a minority ethnic group. Zanzibar was planning to gain political and military hegemony over a world suffering under the cruel weight of a worldwide energy crisis. Roy Campbell, commander of Fox Hound, called Solid Snake, now in retirement, back to active duty to infiltrate Zanzibar and recover Dr. Marv.

Solid Snake made it past Zanzibar's impressive steel wall and penetrated deep into its interior. Once inside he destroyed Metal Gear, which had been completed after being transported from Outer Heaven, and defeated Gray Fox, former member of Fox Hound and now leader of the Zanzibar mercenary corps. He was also successful in retrieving the OILIX manufacturing process. Finally, he would once again meet his destiny with the man who was pulling the strings in Zanzibar, Big Boss! He had survived Outer Heaven and created Zanzibar in order to make a world rife with conflict and war, a world in which soldiers such as himself would always have a place. After defeating Big Boss for the second and final time, Snake gave up on war and retired to the peaceful Alaskan wilderness.

From "Metal Gear 2: Solid Snake"

CHARACTER FILE

Donald Anderson
Director of the Defense Advanced Research Projects Agency (DARPA). He's been taken hostage by the terrorists.

Jim Houseman
Secretary of Defense. He commands this counter-terrorist operation from his AWACS (Airborne Warning And Control System) plane.

Kenneth Baker
President of a huge arms conglomerate (ArmsTech Inc.). He's been taken hostage by the terrorists along with the DARPA Chief.

CHARACTER FILE

Hal Emmerich
An employee of ArmsTech Inc. His nickname, Otacon, stands for Otaku Convention, a Japanese animation festival.

Nastasha Romanenko
A freelance military analyst. She provides support to Snake as a specialist in nuclear technology.

Master Miller
FOX-HOUND's former survival teacher. He provides Snake support by Codec.

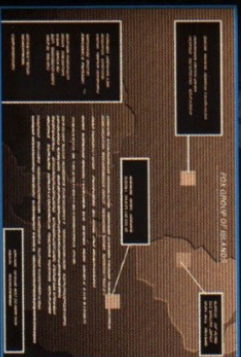
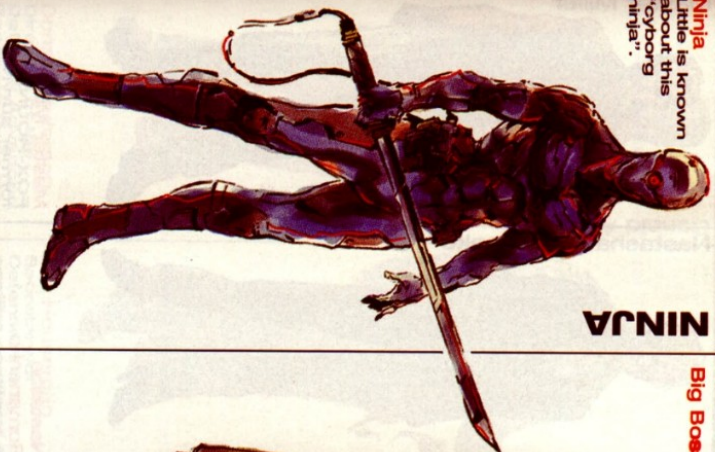
PROLOGUE

THE DAWN OF THE NEW MILLENIUM; THE 21ST CENTURY...

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago is attacked and captured by Next Generation Special Forces led by members of FOX-HOUND.

The terrorists have secured hundreds of nuclear warheads and they're demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon.

Solid Snake is once again called back to duty in a top-secret mission to deal with the greatest terrorist threat the world has ever seen.

First, he must single-handedly infiltrate the nuclear weapons disposal site and rescue two hostages, DARPA Chief Donald Anderson and the President of ArmsTech, Kenneth Baker, and then eliminate the terrorist threat and prevent a nuclear launch. The clock is ticking. Once again, Snake heads into battle...alone.

CHARACTER FILE
BIG BOSS
Big Boss
Former commander of FOX-HOUND, once known as the "Legendary Soldier". His remains have been preserved by the military.
NINJA
Ninja
Little is known about this "cyborg ninja".
He uses stealth camouflage and wields a Japanese katana that can cut through steel like butter and even deflect bullets.
49
8
GOAL OF THE GAME

FOX-HOUND Genome Soldiers

■ Genome Soldiers

Members of the Next Generation Special Forces and reserve members of Unit Fox Hound. Although they have virtually no battle experience, they have been rigorously trained in VR simulators and are therefore experienced soldiers.

NBC WARFARE TROOPS

LIGHT INFANTRY

ARCTIC WARFARE TROOPS

HEAVILY ARMED TROOPS

infiltration

“Infiltrate without being seen by your enemies”

You're Solid Snake and you've got to single-handedly infiltrate the nuclear weapons disposal facility which is being occupied by a group of terrorists. If the enemy spots Snake, they will call in reinforcements and go after him. You can't win in a firefight against superior numbers, so try to avoid unnecessary battles whenever you can.

Mission Objectives

Snake has two primary missions.

1. Infiltrate the nuclear disposal site. Determine the nuclear launch capabilities of the terrorists and prevent a launch at all costs.
2. Rescue the DARPA Chief and the ArmsTech President. Both are being held as hostages.

☛ When the game begins, your first goal is to rescue the DARPA Chief.

STARTING THE GAME

Starting the game

• NEW GAME •
Begin the mission. Select the difficulty of the mission: EASY, NORMAL or HARD.
• NOTE: The EXTREME difficulty setting can only be selected after completing the game on 1 of the other settings.

• LOAD GAME •
Select this to view the Data Selection Screen. You must have previously saved a game to the Memory Card. (See p. 27 "Saving & Loading")

• OPTION •
Adjust various game settings. (See p. 38 "Briefing & Options")

• BRIEFING •
View the mission briefing videos. (See p. 38 "Briefing & Options")

• SPECIAL •
View information from your previous operations.

• VR TRAINING •
Train in a VR environment. (See p. 40 "VR Training & Special")

CHARACTER FILE

SNIPER WOLF

Sniper Wolf
A brilliant sniper, she can wait in sniping position for hours,days or even a week without moving a muscle.

PSYCHO MANTIS

Psycho Mantis
A former member of the KGB's Psychic Intelligence Unit. He has powerful telekinetic and mind-reading abilities.

DECOY OCTOPUS

Decoy Octopus
Very little is known about him / her...?

CHARACTER FILE
FOX-HOUND Special Forces Group
Liquid Snake
A man with the same face as Snake. As FOX-HOUND's squad leader, he's the mastermind behind the terrorist attack.
LIQUID SNAKE
Revolver Ocelot
An expert with handguns and a sadist with a penchant for torture.
REVOLVER OCELOT
Vulcan Raven
He's a giant shaman with strong spiritual powers, blessed with a powerful body which is resistant to extreme cold.
VULCAN RAVEN
FOX HOUND
46
ABOUT THE DISCS
Changing the Discs
METAL GEAR
SOLID
Insert DISC 2
☛ If you have Disc 2 save data, you can start the game from Disc 2.
This game uses two discs. When the Disc Exchange Screen is displayed, exchange the discs following the on screen instructions.
• About the CD Icon •
If the Playstation's working environment is unsuitable or if it has been in operation for a very long time, the CD-ROM may not read properly. When the CD-ROM continues to read improperly for an extremely long time, the CD Icon may appear on the screen. When this happens, we recommend that you interrupt the game and turn the power off temporarily.
11

Special Controls

• Sticking to Walls •

You can stick your back up against walls and other objects by pressing and holding the Directional Button in the direction of the wall or object.

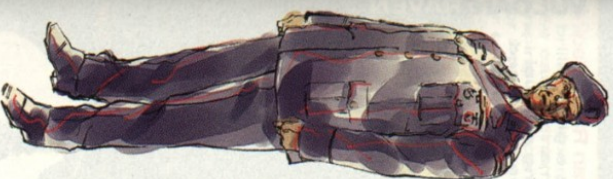
• Cargo Elevator Control Panel •

Press the Action Button while standing in front of the control panel to operate the elevator.

• Elevator Controls #1 •

To call the elevator, press the Action Button while facing the control panel next to the elevator. Occasionally, it may take some time for the elevator to appear.

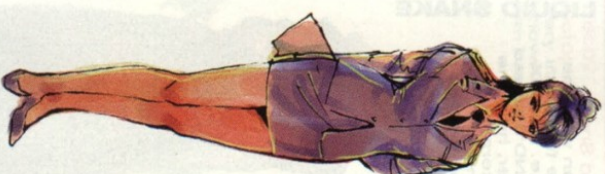
• Elevator Controls #2 •

Stand in front of the control panel inside the elevator and the Floor Buttons will be displayed.

ROY CAMPBELL

Roy Campbell
Former Commander of FOX-HOUND. Although retired, he was called back to active duty as operation commander for this mission.

NAOMI HUNTER

Naomi Hunter
Chief of FOX-HOUND's medical staff, she's in charge of gene therapy. She works along with Campbell to provide support for Snake.

MEI LING

Mei Ling
Operator in charge of communication data processing for this operation. She invented the Codec communicator that Snake uses.

CHARACTER FILE

SOLID SNAKE

Solid Snake
Former member of FOX-HOUND and an expert at infiltration. He can accomplish his mission under any circumstances, in any location.

MERYL SILVERBURGH

Meryl Silverburgh
Campbell's niece, she was caught in the middle of FOX-HOUND's revolt. She has excellent training as a soldier, but no actual battle experience.

SPECIAL CONTROLS

• Elevator Controls #3 •

Press up or down on the Directional Buttons to highlight a floor and use the Action Button to select the floor you want to go to.

• Climbing Up and Down Ladders •

Press the Action Button in front of or at the top of a ladder to climb up or down.

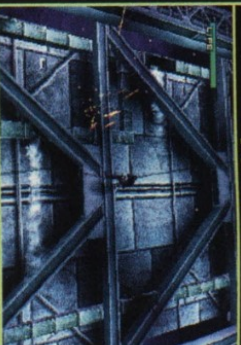
• Entering and Exiting Air Ducts •

Crawl to enter or exit an air duct. After pressing the Crawl Button, use the Directional Button to move into crawling position. When you are inside an air duct, you will be in Intrude Mode. (See p. 19 “Camera Modes”)

• When Using a Cardboard Box •

Although you can move normally while inside a cardboard box, your First Person View Mode is restricted, as if you are peeking through a hole in the box. As long as the enemies don't see you moving, they may just think that you're a cardboard box and ignore you.

Special Events

• Rappelling •

✕ Button: Jump off the wall. Press down on the Directional Buttons while in mid-air to descend. Press right or left on the Directional Buttons while jumping to jump in either direction.

○ Button: Press and hold so Snake's feet will remain on the wall. Press the Directional Button while your feet are against the wall to move slowly in that direction.

• Torture Event •

○ Button: Press repeatedly to restore your Life.
Select Button: Submit to the torture.

You will continue to receive electric shocks until the Time Gauge runs out. Continue to press the ○ Button to restore your Life. When your Life Gauge runs out, the game is over.
However, if you "Submit" you can avoid ending the game.

• NOTE: There are no continues in this portion of the game.

Tactical Reload and Shooting While Running

Reloading during a battle can be very dangerous because it leaves you temporarily defenseless. When it looks like you are about to run out of ammunition, press the R1 Button twice. This will cancel your action and make Snake reload his gun. You can also run while shooting with the SOCOM or FA-MAS by pressing the Crawl Button while holding down the Weapon Button.

Luring and Noise Mode

When the enemy soldiers hear a strange noise they'll leave their patrol route and check out the area that the noise came from. Once they confirm that there's nothing unusual, they'll return to their patrol route. Press the Action Button when you're up against a wall or other obstacle to make a noise. If you do it right, you should be able to lure the enemy soldier your way.

Quick Peek

If you press the R1 or L1 Button while in First Person View Mode, you can take one sidestep to the right or left respectively. When you release the button, you'll return to your original position. It's a good technique for taking a peek around walls or objects while remaining hidden in the shadows.

1. Life Gauge

Solid Snake's remaining life. It is displayed when Snake receives damage. When the Life Gauge reaches zero, the game is over. When a Boss enemy is defeated, your maximum life is increased according to the difficulty level you choose.

2. Item

Displays the Item you are currently equipped with. When nothing is equipped, nothing is displayed.

3. Weapons

Displays the weapon you are currently equipped with. When nothing is equipped, nothing is displayed.

ON SCREEN DISPLAY

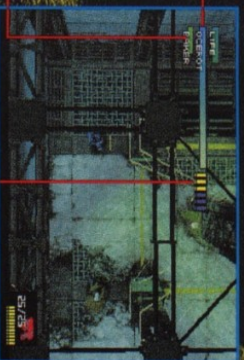
O2 (Oxygen) Gauge

This shows the player's remaining oxygen. This gauge will only be displayed in areas which are filled with water or with gas. Once the O2 Gauge reaches zero, the Life Gauge will begin to go down. Equipping the gas mask will cause your O2 Gauge to decrease slowly.

1. Boss enemy's Life Gauge

Shows the Boss enemy's remaining life.

2. Hostage's Life Gauge

Displayed when there is a hostage present. If the gauge reaches zero, the game is over.

3. Bullet Gauge
(Only VS. Revolver Ocelot)

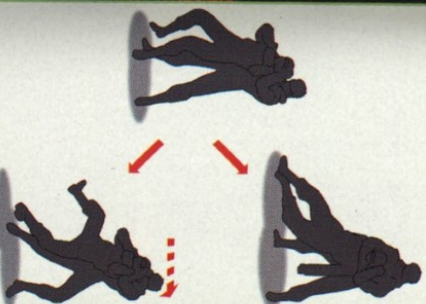
Displays Revolver Ocelot's remaining number of bullets. When the gauge reaches zero, Revolver Ocelot will have to reload his gun.

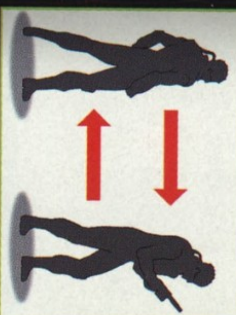
ADVANCED TECHNIQUES

Strangle

When you're not holding a weapon and you press the Weapon Button (without pressing the Directional Button) while close to the enemy, you can strangle the enemy.

• If you press the Directional Button while strangling your enemy (hold the Weapon Button), you can drag the enemy.

• If you repeatedly press the Weapon Button while strangling, you can snap your enemy's neck.

Quick Change

You can equip and unequip your weapons or items without opening the windows by pressing the R1 or L1 Buttons. If you press the button while an item is equipped you will unequip it, and if you press the button when nothing is equipped, the last item / weapon used will be equipped.

TIME ATTACK MODE

Reach the goal within the allotted time. Simulation ends when spotted or when time runs out. This can only be selected after TRAINING MODE is completed.

GUN SHOOTING MODE

Use your SOCOM pistol to reach the goal in the allotted time. The goal appears after all enemies are killed. SOCOM ammo is limited and exchanged for time when goal is reached. This can only be selected after TIME ATTACK MODE is completed.

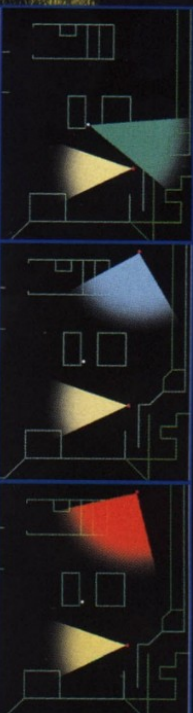
Special

As the game progresses, more menu choices appear.

PREVIOUS OPERATIONS

Read the background stories from "Metal Gear" and "Metal Gear 2: Solid Snake".

Radar

• In Infiltration Mode •

■ Dot in Center
Solid Snake

■ Green Cone
Solid Snake's field of vision in First Person View Mode.

■ Red Dots
Enemy soldiers

■ Blue Cone
Enemy soldier's normal field of vision

■ Red Cone
Enemy soldier's field of vision in "Noise Mode" or "Footprint Mode".

■ Yellow Cone
Surveillance camera's field of vision.

• NOTE: The radar is not available in the HARD and EXTREME difficulty settings. Certain items that use the radar, such as the Mine Detector, will be ineffective in these modes.

• Alert Mode •

ALERT 88.88

When you are discovered by an enemy, the game enters Alert Mode and your radar becomes unusable. Once you leave the enemy's field of vision, the count down starts. When it reaches zero, the game enters Evasion Mode.

• Evasion Mode •

EVASION 88.88

In this mode, the enemy soldiers are looking for Snake. If you are discovered again, the game reenters Alert Mode. If the count down reaches zero, the game returns to Infiltration Mode. Radar is unusable in this mode.

• Electronic Jamming •

JAMMING

This is when the radar is unusable due to electronic jamming. During this time, weapons and other items which use electronic components, such as surveillance cameras and remote controlled missiles, will not function properly.

VIBRATION TEST

(Displayed only when an Analog Controller is connected) Press the Directional Button right or left to test.

EXIT

Return to the Title Screen.

KEY CONFIG

Adjust the controller's button configuration.

SCREEN

Adjust the brightness of your television.

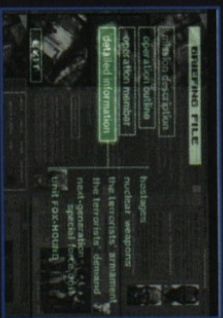
VR Training

Virtual Reality infiltration training with 3 different modes. The controls are the same as in the normal game.

VR TRAINING
SELECT MODE
TRAINING MODE
TIME ATTACK MODE
GUN SHOOTING MODE
SAVE
EXIT

TRAINING MODE

Reach the goal without being spotted by enemies. Simulation ends when spotted.

Briefing

You can change the camera only when a message is displayed in the upper right of the screen.
CAMERA FREE: ▲ Button to zoom in, ■ Button to zoom out.
CAMERA CHANGE: Press the ● Button to change the camera angle (3 options: A / B / C)

Options

Change the various game settings.

CAPTION

Turn the subtitles ON / OFF.

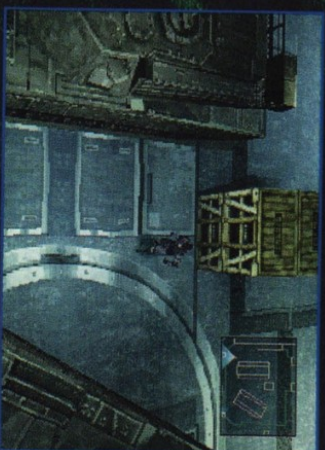
SOUND

Select between STEREO or MONAURAL sound.

VIBRATION

(Displayed only when an Analog Controller is connected)
Turn the analog controller's vibration function ON / OFF.

Camera Modes

"Metal Gear Solid" employs a variety of camera modes to create a feeling of participating in an infiltration mission packed with tension and excitement. Familiarize yourself with each unique camera mode and use them to your advantage.

• Behind Mode •

Use "Behind Mode" to spy on your surroundings while remaining hidden...

Stick up against certain walls or other objects by pressing and holding the Directional Button and the camera position will move to give you a strategic view of your area.

STINGER (Stinger Missiles)

Radar-guided missiles.
Game enters Scope Mode when equipped.
Use the Directional Buttons to aim, and the Weapon Button to fire.

PSG1 (PSG1 rifle)

Sniper rifle.
When equipped, game enters Scope Mode.
Press the Directional Buttons to move the sights and the Weapon Button to fire.

CAMERA (Digital Camera)

When Equipped the screen changes to the camera's viewfinder. Press the ○ Button to zoom in, and the ⊗ Button to zoom out. Press the □ Button to snap the photo. You can save a copy of the photo onto a Memory Card (a photo takes up two memory blocks).

When photo data is saved, a new option, "ALBUM", will be available in the "SPECIAL" directory from the Title screen.

WEAPONS & ITEMS

CHAFF.G (Chaff Grenade)

Electronic jamming grenade. Press the Weapon Button to pull the pin, release to throw. Jams electronics by dispersing metallic strips. Explodes five seconds after pin is pulled.

STUN.G (Stun Grenade)

Special sound and flash grenade. Press the Weapon Button to pull the pin, release to throw. Temporarily stuns enemies. Explodes five seconds after pin is pulled.

NIKITA (Remote Controlled Missile)

Remote controlled missile.
Press the Weapon Button to fire. After firing, use the Directional Button to guide. Press the First Person Button to change to missile's view. Can't be guided in areas with electronic jamming.

CLAYMORE (Claymore Mine)

Anti-personnel landmine. Press and hold the Weapon Button to arm. Release the Weapon Button to set. Explodes when an enemy or Snake enters the active area. Crawl to disarm and retrieve.

CAMERA MODES

• First Person View Mode •

Use "First Person View Mode" to closely examine your immediate surroundings...

When you press the First Person View Mode Button, the camera shifts to the player's viewpoint. If you press the Directional Buttons while holding the First Person View Mode Button, you can change the direction that Snake is looking in. While in First Person View Mode your field of vision is represented as a green cone on your radar. (See p. 42 "Advanced Techniques")

• Intrude Mode •

"Intrude Mode" operates when you are crawling through narrow areas...

When crawling in tight, narrow spaces, the camera shifts to the player's point of view. Advance by pressing up on the Directional Button and press down to go backwards. You can also turn right or left by pushing in either direction. You can use the First Person View Mode while in Intrude Mode to get a better look around.

Weapons List

During the game, the player will be able to utilize a variety of different weapons. Familiarize yourself with each weapon's characteristics and use them wisely.
Contact Nastasha to learn more about the different weapons. (See p. 31 "Codec Frequencies")

SOCOM (SOCOM pistol)

Semi-automatic pistol.
Press the Weapon Button to aim, release to fire.
It can also be equipped with a suppressor.

FA-MAS (FA-MAS rifle)

Assault rifle.
Fire by pressing the Weapon Button.
Press and hold to fire on full-auto.

C4 (C4 explosive)

Plastic explosive.
Press the Weapon Button to set.
Press the Action Button to detonate.

GRENADE (Hand Grenade)

Fragmentation grenade.
Press the Weapon Button to pull the safety pin and release to throw.
Explodes five seconds after pin is pulled.

WEAPONS & ITEMS

RATION (Military rations)

Restores your life gauge. Press the ○ Button while the Item Menu is open to increase your LIFE a certain amount.
If your Life Gauge reaches zero while you have rations equipped, they will be used automatically.

CARD LV1 (Level 1 security card)

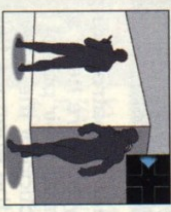
Equip this card to open all security doors Level 1 and below. You will need to acquire higher level cards to progress.
Use First Person View Mode to check the door's security levels.

C.BOX A (Cardboard Box A)

"To the Heliport" is written on it. Equip to have Snake hide inside the cardboard box.
It may fool the enemy soldiers...

THERM.G (Thermal Goggles)

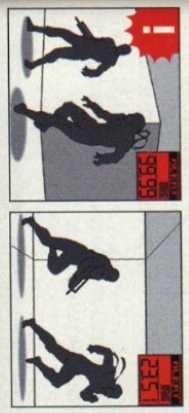
Night vision equipment. Employs thermal imaging to enhance the heat signatures of items and enemies.

ENEMY ALERTNESS LEVEL

Infiltration Mode

Infiltration Mode is the standard mode when Snake has not been discovered by enemy soldiers or surveillance cameras.

Evasion Mode

In Evasion Mode, the enemy soldiers are no longer patrolling their routes and are actively searching for Snake.

Alert Mode

When Snake is discovered by an enemy soldier or a surveillance camera, the game enters Alert Mode.

If the soldiers lose sight of Snake, the game will enter Evasion Mode.
In Alert Mode, the enemies already know that Snake is around, so even if a noise is made, the game will not enter "Noise Mode".

Enemy soldier movement in Infiltration Mode

In Infiltration Mode, enemies generally patrol along a certain route. When the enemy soldiers hear a noise in Infiltration Mode, they leave their patrol route and investigate in the direction of the noise. This is called "Noise Mode" and the enemy's field of vision is displayed on the radar as a red cone.

If the enemy soldiers search the area where the noise was made and find nothing unusual, they will return to their normal patrol routes. It is also possible to intentionally make a noise to lure the enemy soldiers in a particular direction. When you kill an enemy in this mode, he may drop an item.

Enemy soldier movement in Evasion Mode

If the enemy soldiers rediscover Snake in Evasion Mode, the game will reenter Alert Mode. On the other hand, if the player can stay out of sight of the enemy until the counter reaches zero, the game will once again enter Infiltration Mode and the enemies will quickly return to their patrol routes.
In Evasion Mode, just as in Infiltration Mode, it is possible to use "Noise Mode" to lure your enemy in a particular direction.

Getting Items

Items can be acquired by retrieving item boxes. You can use First Person View Mode to see what is inside an item box before you pick it up.

- You cannot hold more items or ammo than the maximum limit. When you have reached your maximum limit, the message "FULL" will be displayed and the item box will remain unretrieved.
- If an item box contains ammunition for a weapon that you have not yet acquired, the message "GET WEAPON FIRST" will be displayed.

List of Main Items

NO USE FROZEN

Some items may be unusable depending on the area and the circumstances. In those cases, one of the icons shown above will be displayed in the Item Window.

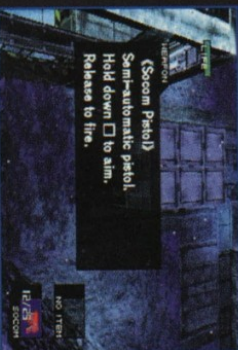
SCOPE (Binoculars)

Magnifying binoculars.
○ Button to zoom in,
⊗ Button to zoom out.

CIGARET (Cigarettes)

Solid Snake's favorite brand. Smoking is hazardous to your health.

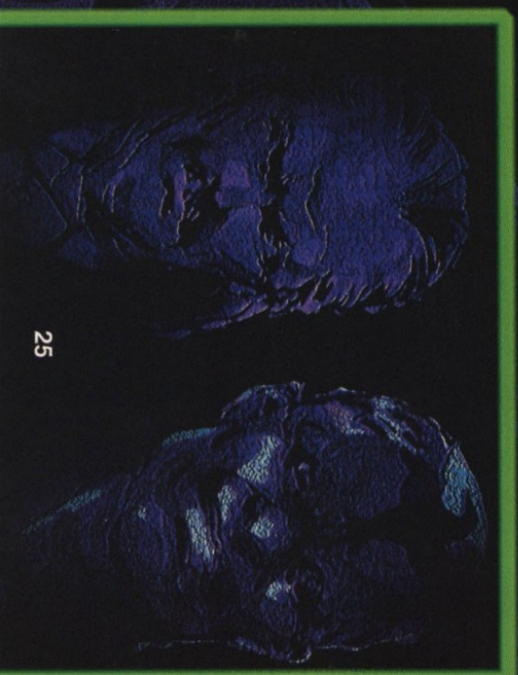
How to Equip Items

Equipping Weapons

Press and hold the R2 Button to display the Weapon Window. Select the weapon you want to equip with the Directional Button and release the R2 Button to equip the weapon. If you decide not to equip a weapon, select "No Weapon".
The numbers below the weapon icon show the remaining / maximum ammo.

Equipping Items

Press and hold the L2 Button to display the Item Window. Select the item you want to equip with the Directional Button and release the L2 Button to equip the item. If you decide not to Equip an Item, select "No Item".
The numbers below the item icon represent the current / maximum number of items.

Enemy soldier movement in Alert Mode

In Alert Mode, the enemy soldiers will call in reinforcements and attack Snake.
If the soldiers lose sight of Snake, the game will enter Evasion Mode.

Game Over

When either the player's Life Gauge or a hostage's Life Gauge reaches zero, the game will be over. In some stages, there are also traps which will cause the game to end if they are triggered. After the "Game Over" screen, wait a few seconds and the option to Continue or Exit will automatically be displayed.

• Continue •
Restarts the game from the nearest Continue Point. There is no limit to the number of continues.

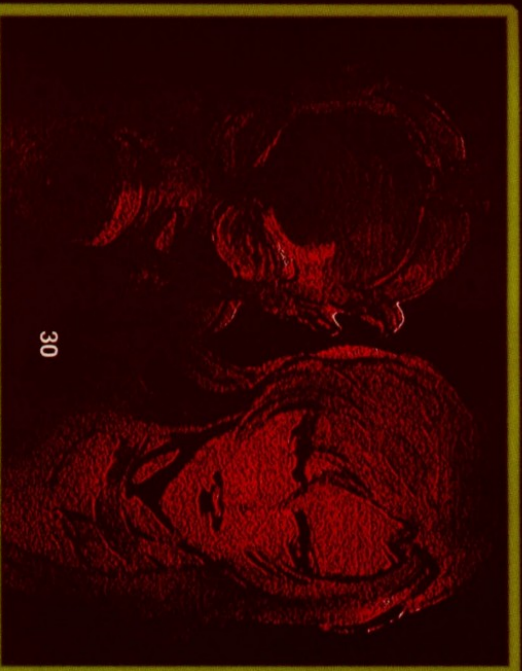
• Continue Points •
Continue Points occur after moving to a new area or before fighting an enemy boss.

• Exit •
Quit the game and return to the Title Screen.

▼Frequency List

Character	MHz	Information
Roy Campbell	140.85	As commander of the operation, he provides Snake with hints on how to advance in the game and useful information on the controls.
Naomi Hunter	140.85	As chief of FOX-HOUND's medical staff, she can provide details about FOX-HOUND as well as information about the boss enemies.
Mei Ling	140.96	She's in charge of communications for this operation and is an expert in imaging technology. She is responsible for saving mission data.
Nastasha Romanenko	141.52	A military analyst, Nastasha provides information about weapons and nuclear technology as well as tips about how to use your weapons and items.
Master Miller	141.80	As a former survival instructor, he gives psychological advice as well as tips about various special techniques. He also has a wealth of information about Alaska.
Meryl Silverburgh	140.15	Provides support and valuable background information.

Saving Your Progress

Call Mei Ling to save your game. After the Memory Card window is displayed, select the Memory Card and block you wish to save to. Saving a game in "Metal Gear Solid" saves the player's game at the nearest Continue Point. One memory block is required to save one game.

SAVING & LOADING

Saving

Saving a game in "Metal Gear Solid" saves the player's game at the nearest Continue Point. Save the game by contacting Mei Ling on the Codec.
(See p. 30 "Codec & Saving")

Loading

Select "Load Game" at the Title Screen and the Data Selection Screen will be displayed. When the data is loaded, the game will restart from the saved Continue Point.

Mission Log

This provides the player with a simple summary explaining the player's goal and actions up to that point. You can only view the Mission Log after you have loaded a saved game.

Codec Mode

Press the Select Button to enter the Codec Mode.
By using the Codec, Snake can get support from various people. During the game, they can provide Snake with information and answers to different puzzles and problems.

When you want to use the Codec, push the Select Button.

• Incoming Calls •

When Snake receives a call on the Codec from another character, the Call sign will be displayed. Press the Select Button to enter Codec Mode and the communication will begin. Calls provide particularly important information, so make sure you always answer them.

• How to Use the Codec •

▼ Transmission Procedure

1. Selecting a frequency
Press the Directional Button right or left to adjust the frequency.

2. Starting a transmission
Press up on the Directional Button or press the ○ Button to start a transmission. If you have not selected the proper frequency, the message "NO RESPONSE" will be displayed. Sometimes even when the correct frequency has been selected, there may be no answer depending on the circumstances of the person you are calling.

3. Using the Memory Feature
Press down on the Directional Button to open the Memory Window (list of people with whom you have communicated). Choose the person you wish to call with the Directional Button. Press the ○ Button to begin a transmission to that person or press the ✕ Button to cancel and close the Memory Window.

4. Exiting the Codec Mode
Press the Select Button while not transmitting to exit Codec Mode.